

EDUCATION

Carnegie Mellon University, Entertainment Technology Center

Pittsburgh, PA

- Master of Entertainment Technology, May 2015

Northeastern University

Boston, MA

- Bachelor of Science in Architecture, Cum Laude, May 2013

Lexia International Studies

Berlin, DE Jan. 2011-May 2011

- Studied German architecture and its influence on culture.

ACADEMIC PROJECTS

Energy Lab ETC Client Project

Experience Designer/Game Designer/Artist Fall 2014

- Worked in a team of 5 to transform a typical classroom into an interactive learning environment.
- Designed installations, games, and accompanying iPad application.

Prisoner's Cinema ETC Pitch Project

Art Director/Environment Artist/Animator Spring 2014

- Worked in a team of 4 to create a pitch for an expressive game that utilizes character and environment as the primary modes of storytelling.
- Modeled the 3D world in Maya and worked within Unity to light and texture.

81monsters. Building Virtual Worlds, ETC

Artist/Experience Designer/Producer November 2013

- Designed a festival interaction that connected the real environment with mobile and Unity3D environments.

What Killed the Butler? Building Virtual Worlds, ETC

Actor/Artist/Experience Designer October 2013

- Designed and acted in CAVE experience utilizing live improvisational acting in a virtual environment.
- Wrote story treatments and created 2D art assets.

PERSONAL PROJECTS

Illuminations: Urban Reflections Disney Imaginations Semi-Finalist

Team Leader/ Experience Design October 2013

- Designed a theoretical interactive experience using blimps and projection mapping to turn a city into a festival celebrating the Disney Nature properties.

WORK EXPERIENCE

Carnegie Mellon University Pittsburgh, PA

Head Building Virtual Worlds TA August 2014- December 2014

- Assembled and managed (with another Co-Head TA) a team of 15 TA's to teach and mentor 78 students and assist instructors for the Entertainment Technology Center's cornerstone class, Building Virtual Worlds.

Schell Games Pittsburgh, PA

Game Design Intern May 2014- August 2014

- Worked on a team of 4 to design side quests for a transformational iPad game.
- Wrote and implemented quests with Articy and Unity3D.

KlingStubbins Boston, MA

Architecture Intern May 2012- August 2013

- Worked on innovative projects including a residential tower in Russia, master planning, and lab spaces.
- Created complete schematic and construction document sets.

Digital Skills

Autodesk Maya

Photoshop

Illustrator

InDesign

AutoCad

Revit

SketchUp

Protools

Cubase

Final Cut

Unity 3D

Articy

Manual Skills

Model Making

Manual Drafting

Sketching

Carpentry

Related Skills

Cinematography

Photography

Audio Recording

Video Display/Production

Relevant Coursework

Improvisational Acting

Visual Story

Animation

Screenwriting

Game Design

Hobbies

Scuba Diving

Archery

Guitar

Piano

Percussion

Travel

Volunteer Work

Pittsburgh Irish Festival

Pittsburgh Youth Ballet